IN THE CLAIMS

1.   (AMENDED) A method for playing a game comprising:

<u>pre- designating the game as a high or low game;</u>

a player making a wager to play each of at least two hands of the game;

displaying for each hand at least two game indicia, each indicia having a value and belonging to one of a plurality of sets each having a common characteristic other than value; and

presenting an outcome indicia having a value and one of said other characteristics and comparing the outcome indicia to the game indicia, ~~the player winning their wager if the outcome indicia has a preselected one of a lesser or greater value than any of the game indicia sharing the same other characteristic~~ <u>(i) if the game is designated as a high game, the player winning their wager for any hand if the outcome indicia for the hand has a greater value than any of the game indicia sharing the same other characteristic and (ii) if the game is designated as a low game the player winning their wager for any hand if the outcome indicia for the hand has a lesser value than any of the game indicia sharing the same other characteristic</u> .

2.   (ORIGINAL) The method of claim 1 including presenting for each hand an outcome indicia.

3.   (ORIGINAL) The method of claim 1 wherein the game indicia are playing cards each having a value and wherein said common characteristic set is card suits.

4.   (ORIGINAL) The method of claim 1 wherein the player discards and receives a replacement for at least one game indicia for at least one hand.

5.   (ORIGINAL) The method of claim 3 including, prior to presenting the outcome card, the player discards and receives a replacement for at least one card.

6.   (ORIGINAL) The method of claim 1 including displaying four game indicia.

7.   (AMENDED) The method of claim 3 including displaying for each hand at least two playing cards each having a value and suit characteristic and for each hand presenting ~~an outcome~~ a playing card as the outcome indicia.

8.   (AMENDED) The method of claim 7 including the player discarding and receiving a replacement card for at least one card for ~~each~~ <u>at least one</u> hand.

9.   (AMENDED) A method for playing a casino game comprising:

<u>pre- designating the game as a low game;</u>

a player making a wager to play at least two hands of the game;

displaying for each hand at least two game cards selected from a deck of playing cards, each card having a value and a suit; and

revealing an outcome card and comparing the outcome card to the game cards of each hand, the player winning their wager <u>for any hand</u> if the outcome card has a lesser value than any of the same suited game cards <u>for the hand</u>.

10.   (ORIGINAL) The method of claim 9 wherein the player discards and receives a replacement for at least one game card.

11.   (ORIGINAL) The method of claim 9 including, prior to revealing the outcome card, the player discards and receives a replacement for at least one game card.

12.   (ORIGINAL) The method of claim 9 including displaying four game cards.

13.   (AMENDED)   A method for playing a casino game comprising:

pre-designating the game as a high game;

a player making a wager to play at least two hands of the game;

dealing from a deck of playing cards and for each hand, four game cards, each card having a value and a suit;

dealing for each hand an outcome card and comparing the outcome card to the game cards of the hand, the player winning their wager if the outcome card has a greater value than any of the same suited game cards.

14.   (ORIGINAL) The method of claim 13 wherein the player for at least one of the hands discards and receives a replacement for at least one game card.

15.   (AMENDED) The method of claim ~~11~~ 13 including, prior to dealing the outcome card, the player discards and receives a replacement for at least one game card.

16.   (AMENDED) An electronic device for playing a casino game comprising:

a video display;

a processor including a data structure storing data corresponding to a game indicia, each indicia having a value and belonging to one of a plurality of sets where the indicia of each set having a common characteristic other than value;

6—

means for the player to enter a wager to play at least two game hands simultaneously;

means for the player to prompt play of the game, said processor in response to prompting play selecting from the data structure and controlling the display to display at least two game indicia for each hand and an outcome indicia and comparing the value and other characteristic of the outcome card to each of the game indicia for each hand; and

means for rewarding the player based upon the wager for any hand if the outcome indicia is determined to be of one of a pre-programmed lesser or greater value than any game indicia of each the hand having the same set characteristic.

17. (AMENDED) The device of claim 16 including means for the player to select for at least one hand at least one of the game indicia of a hand for replacement, said processor programmed to select from the data structure and display a replacement game indicia for the game indicia selected for replacement.

18. (ORIGINAL) The device of claim 16 including said processor programmed to select from the data structure said game indicia, means for the player to select a game indicia for at least one hand for replacement and prompt play, said processor in response to prompting of play selecting from the data structure and displaying at the display a replacement indicia for the indicia selected for replacement and to select from the data structure said outcome indicia.

19. (ORIGINAL) The device of claim 16 including said processor programmed to select four game indicia for each game hand.

20.   (ORIGINAL) The device of claim 16 wherein the data structure stores game and outcome indicia as playing cards, each card having a value and belonging to a suit.

21.   (AMENDED) An electronic device for playing a casino game comprising:

a video display;

a processor including a data structure storing data corresponding to a deck of playing cards;

means for ~~the~~ a player to enter a wager to play at least two game hands simultaneously;

means for the player to prompt play of the game, said processor in response to prompting play selecting from the data structure and controlling the display to display for each game hand at least two game cards and an outcome card and comparing the value and suit of the outcome card to each of the game cards; and

means for rewarding the player based upon the wager for each hand if the outcome card is determined to be of a greater value than any same suited game card.

22.   (AMENDED) The device of claim 21 including means for the player to select at least one of the ~~game~~ cards of a hand for replacement, said processor programmed to select from the data structure and display a replacement ~~game~~ card for the ~~game~~ card selected for replacement.

23.   (ORIGINAL) The device of claim 21 including said processor programmed to select from the data structure said game cards, means for the player to select a game card for replacement and prompt play, said processor in response to prompting of play selecting

8–

from the data structure and displaying at the display a replacement card for the card selected for replacement and to select from the data structure said outcome card.

24.   (ORIGINAL) The device of claim 21 including said processor programmed to select four game cards.

25.   (ORIGINAL) The device of claim 21 including said processor programmed to select an outcome card for each game hand.

26.   (ORIGINAL) A method for playing a casino game comprising:

a player making a wager to play at least two game hands;

dealing from a deck of playing cards for each game hand, four game cards, each card having a value and a suit;

the player replacing for at least one game hand and from the deck of cards at least one game card;

dealing for each game hand an outcome card and comparing the outcome card to the game hand cards, the player winning their wager if the outcome card has a lesser value than any of the same suited game cards.

27.   (ORIGINAL) A method for playing a casino game comprising:

a player making a wager to play each of a plurality of game hands;

dealing from a deck of playing cards, four game cards for each hand, each card having a value and a suit;

the player replacing from the deck of cards at least one game card;

9—

dealing an outcome card for each game hand and comparing the outcome card to the game cards, the player winning their wager if the outcome card has a greater value than any of the same suited game cards.

28.   (AMENDED) A method for playing a game using an inventory of indicia each including a valuing and a set characteristic comprising:

designating the game as a high or a low game;

a player making a wager to play each of at least two hands of the game;

displaying for each hand at least two game indicia selected from the inventory of indicia, said inventory depleted of the displayed indicia; and

presenting an outcome indicia selected from said depleted inventory and comparing the outcome indicia to the game indicia, (i) if the game is designated as a high game, the player winning their wager if the outcome indicia has a preselected one of a lesser or greater value than any of the game indicia sharing the same other characteristic and (ii) if the game is designated as a low game the player winning their wager if the outcome indicia has a lesser value than any of the game indicia sharing the same other characteristic.

29.   (ORIGINAL) A method for playing a casino game comprising:

a player making a wager to play each of a plurality of game hands;

presenting from an inventory of at least one deck of playing cards, a plurality of game cards for each hand, each card having a value and a suit, said dealing depleting said inventory;

the player selecting for at least one game hand a card for replacement and replacing each selected card from and depleting the inventory of cards, no game or replacement card replicated in any game hand;

selecting and displaying from said inventory an outcome card and comparing the outcome card to the game cards of each hand, the player winning their wager if the outcome card has one of a greater of lesser value than any of the same suited game cards.

11—